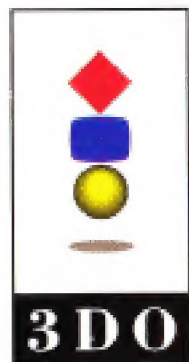


COMPACT
disc

Panasonic

GUARDIAN WAR™



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Panasonic GUARDIAN WAR™



FZ-SM0202

For use with 3DO® systems

MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.
2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for an extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room. Operating in a close distance to the TV should be avoided.

In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

~Welcome to Guardian War~

This is a story about another world, another time. This was a beautiful world guarded by Goddess Erald. Darkness feared the Goddess Erald, and there was no way that Darkness could enter this beautiful world, until.....

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Before starting this game

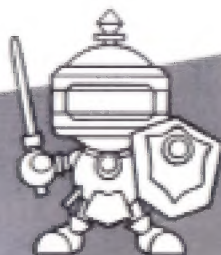
■Target Machine 3DO Interactive Multi Player FZ-1

■Contents CD-ROM, Instructions Manual

■Back-up Memory

If you do not have enough memory space to save new data, please delete unnecessary files.(on delete menu)

Do not delete the following data : MC_PKING_1, MC_PKING_2, MC_PKING_3



GUARDIAN WAR

How to start the game and to save

How to start the game

- ① Turn on the power to the 3DO system.
- ② Open the disc tray and insert GUARDIAN WAR CD-ROM. (CD label must be faced up.)
- ③ Close the disc tray. The opening demo starts automatically.
- ④ If **P** button of the control pad is pressed during the demo, the title screen appears.
- ⑤ If you press **P** button during the title screen or the game, Load Menu appears.



Load Menu

This menu appears whenever you press **P** button during the title screen or the game. If you want to restart the game, select [NEW GAME] . If you are continuing, move cursor to the Data and press **A** button.



Save Menu

Save must be done while you're traveling the World Map or Field Map. Use Save command from the Menu. You can save 3 parts at the maximum.



How to exit the game

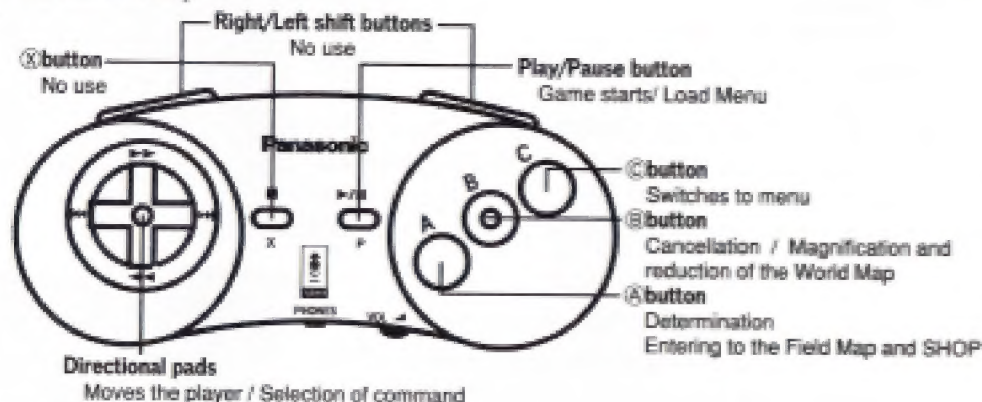
If you want to Save the data you are playing when you finish, please Save it before turning off the machine. Next time, you can continue from the same place.

Game over

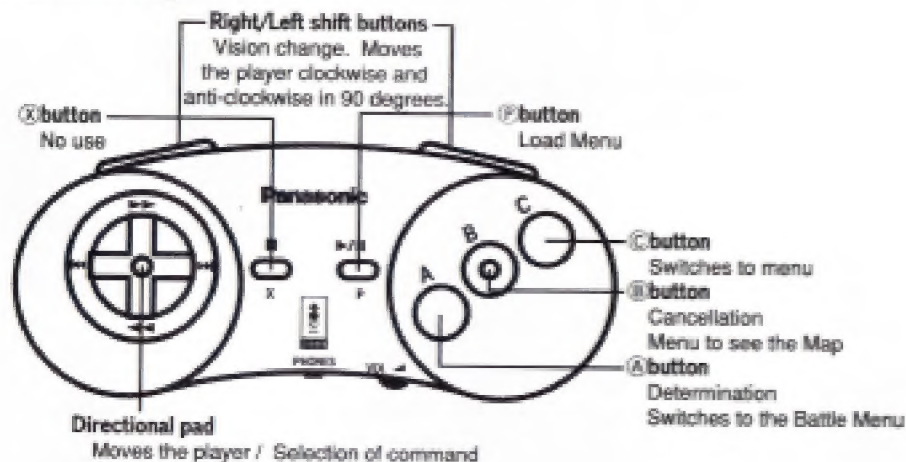
If all the participants of the Battle become HP0 (unable to battle), or turn to Stone, then it is impossible to continue the game. In this case restart from the Data you have saved.

Basic Operation of the 3DO Control Pad

World Map



Field Map



Introduction

World Map

This is a map to move from point to point like, battle, shop, temple, etc. You can not move forward unless you beat your enemy at the battle point.



TOWN: There is a SHOP owned by Zagaz, neutral tribes. Weapons and items can be bought here. Use ⓐ button to enter.

SHRINE: There will be some companion golems sleeping there, free them and get them as your companion. ⓐ button to enter.



BATTLE POINTS: Red flags show the points occupied by the enemies. Use ⓐ button to enter the Field Map.

(Note: You cannot enter into the Battle Points that you have already annihilated.)

Field Map

You can move freely within the Map. When you encounter enemy characters, the battle formation opens automatically, and you will be ready to fight.



While moving

Use Directional pad to move back and forth, left and right.

While fighting

Move characters one by one to fight against the enemies.



The aim of this game

You were chosen as a combatant golem of the Goddess to restore this particular world from Azrael, Evil Lord. You are in quest of peace. Fight against all the enemies to the total destruction, and finally beat Azrael for the complete peace of the world. It is also important to revive your comrades.

Screen Explanation

World Map (Map to move freely)

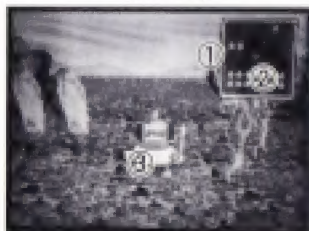


You can move freely from point to point along a route. You do shopping on this map. However, you can't move freely beyond unreleased points.

- ① Player Symbol
- ② Point
- ③ Route
- ④ Enemy Symbol (Enemies one territory)

Field Map (Map to battle)

Move



Use this map to battle. There is [Move] and [Battle] modes. At move mode, only the leader of a party moves freely.

- ① Direction
- ② Surrounding Map
- ③ Player's character

Battle



When a party is close to an enemy, the party develops its formation and begins to battle. The quickest character among golems monsters can do [Attack] and [Move]. The battle will continue as long as an enemy is in range.

- ① Direction
 - ② Surrounding Map
 - ③ HP - Now/Max
 - ④ Mana (Magic) - Now/Max
 - ⑤ Status
 - ⑥ Mobility - Now/Max
 - ⑦ Name
 - ⑧ Kinds of Body
 - ⑨ Symbol of Enemy or Companion golems
- Stone (Can't move)
Acid (Get damage each turn)

Basic Commands

Commands on World Map

Press **C** button to open a menu. Use the Directional pad to move, and press **A** button to execute.

- ① Command Menu
- ② money in hand (unit : Gem)



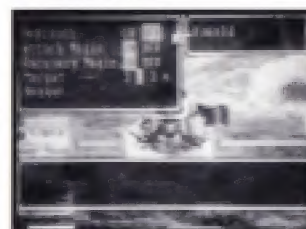
Item

You can use items and discard items. Use the Directional pad to select an item, then press **A** button to execute [Use] or [Discard]. You can hold a max. of 32 items.



Strategy

You can give an order to companion monsters. Use the Directional pad to select alternative strategies by up and down key and to change Contents of the strategy by left and right key.



Explanation of strategies

- Approach-----Approach the Enemy
- Attack Magic-----Use the magic attack, also
- Recovery Magic-----Heal companions with magic, also
- Target -----1.Attack the nearest enemy 2.Attack the most weakened enemy
3.Go for the leader 4.Go for others, not the leader

Equipment



Bodies, weapons and items can be equipped. If you change golems body, the appearance and the ability also change.

- Information on character value. Ability depends on types of bodies. As each one has special features, be careful for the changes in abilities.

- ① Attributes ② Quickness ③ Mobility ④ Offense power
- ⑤ Defense Power ⑥ Magic Offense Power
- ⑦ Magic Defense Power

- Information on body value.

- ① Basic Skill 1
- ② Basic Skill 2
- ③ Combination Trick

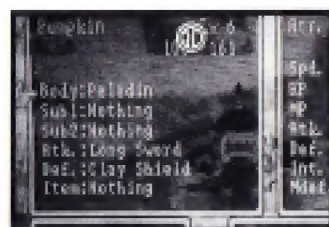
Information on equipment of characters●

Name, body and items can be changed. Bring cursor to the part where you want to be changed and press **A** button.

- ① Each time you beat the enemy, the Experience value will be increased and when you reach the regulation value you will be leveled up. The maximum level is 30.

Information on equipment of your present body●

- ① You will be leveled up whenever you fight. The maximum level is 5.



Attributes

Bodies and monsters have their own attributes as Light, Wind or Fire, and each of them have their own features. For instance, you will notice that light attributes are weak in the Darkness (Dark Magic) and so on. The blue meter indicates your strength and the red one shows the weakness.

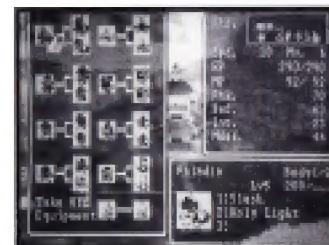
Name alteration

You can input 8 letters at the maximum. Select letters using the Directional pad. Use **A** button to insert, and **B** button to go back. Select **[END]** to finish.



Body

Go to SHOP or use Treasure Box to gain bodies that you are not equipped with. As class levels differ according to the golems, you must raise them separately.



- ① Lower class body / levels 1-5
- ②/③ Upper class body / levels 1-5
(Note: If you haven't reached level 5 in ①, you can't select ②/③)
- ② Light attribute body / levels 1-5
- ③ Dark attribute body / levels 1-5

Items

Select equipped weapons / shields / items. Use **A** button to determine.



Skills

There are direct attack and magic attack. Magic attack spends MP. Combination attack is a special skill as it is conducted only when you have used the trick to your partner character first, and he uses it again in order. It gives great damage to the enemy.

Status



Status list

Use the Directional pad to change golems and Monsters. Select a character by using up and down key. Press **A** button to get a detail of personal information.



Personal Information

Indicate each characters' abilities and tricks.

System



Change battle speed and animation mode.

Explanation of System

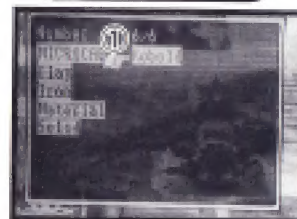
Change Speed 1 Normal Speed	Animation Mode 1 Normal Mode, Full Animation
..... 2 Slow Speed 2 No Animation for moving
Music 1 Music On 3 No Animation for attack
..... 2 Music Off 4 No Animation

Delete Characters



The max number of Companion monsters is 8. Use this command to release companion monsters.

Formation



Use this command only on world map. Select 6 characters (Golems, Monsters) to join a battle. Press **B** button to move a formation layout.

① Number of joining a battle Now/max

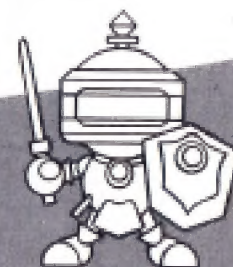


Decide a formation layout of all your allies. Use the Directional pad to move a cursor.

Press **A** button again to release it.

① Is the center point on the screen for your formation.

GUARDIAN WAR



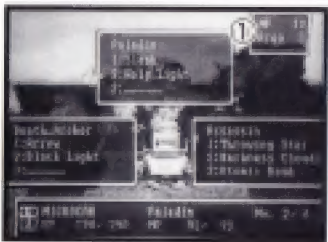
Field Commands



Basic commands while traveling
Same as the World Map commands.
Press **C** button to display.



Basic Commands during the Field Battle
This menu is shown while the battles take place.
Be careful! You can't SAVE.
Press **C** button to display.



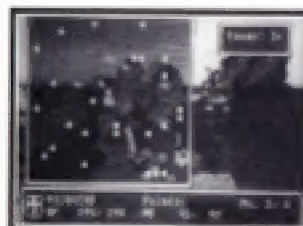
Skill Commands during the Battle
Press **A** button to display.
Select skills using up and down on the Directional pad.
Use right and left on the Directional pad or Right/Left shift buttons to switch 3 menus. (Switch each tricks of 3 different bodies.)

① Displays the amount of MP spent and the limits of attack.

Battle

Continues until you win and annihilate all enemies, or your comrades are totally destroyed.
If you win or retreat, those characters kept aside, unable to battle, will be restored.

Look Over Map



Use the Directional pad to move cursor. Place it under the character you request. The information will be displayed in the bottom of the screen.

Red: Enemies Blue: Comrades White: Obstacles Yellow: Treasure
B button does the same function.

Withdraw

You withdraw from this Field and go back to the World Map.
Characters which were impossible to fight will be restored.

Finish Moving

You stop moving and attacking. After this command next character starts to act.

Defense

You pause in defending mode until your turn comes. To use this command, be sure that you're not using trick command.

Item

One item is available for each character.

Quit Map Mode

When you beat all enemies, this command will be displayed on the menu. If you have found all Treasure boxes, then go back to the World Map.

Battle

**[Moving]**

You will find the movable character in the center of the screen. Move it back and forth, right and left within the highlighted area.

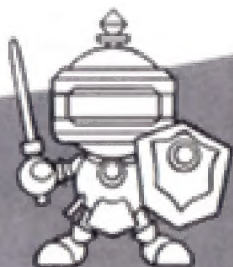
**[Attack Menu]**

If you face an enemy you want to attack, use **A** button to display this menu.

**[Decision of the Enemy]**

Screen slants slightly to show enemies. Use flashing cursor to select your opponent.

GUARDIAN WAR

**[Attack]**

Some weapons are best at close range (Swords), others are good for long range (Bows) or you can use magic.

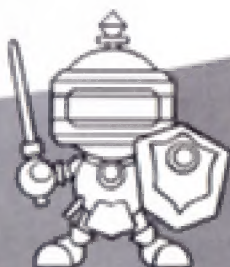
**[Damage display]**

Attacked enemies will show their damage value by number. White: damaged Blue: restored.

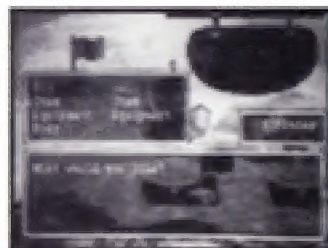
**[End of action]**

Display menu and choose Finish Moving to conclude the action. Next character stands by.

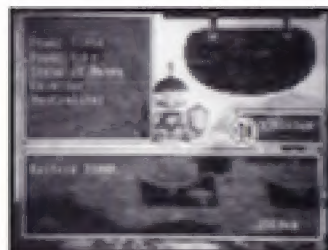
GUARDIAN WAR



SHOP

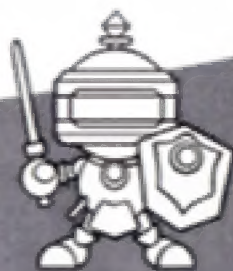


Press **A** button when you come to the Town, and enter the SHOP owned by the neutral Zagas tribe. You can trade bodies, items and equipment. Select what you're buying and selling.



Points out the item to show its price and the feature cursor. Press **A** button when you're buying.
① Your money

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Introduction of Bodies

Let me introduce some of the bodies that Golem can be equipped with.

Golems put forth their strength properly if you equip them with the corresponding bodies. For instance, to enforce Sword attack use Knights, and when you want to use Light Magic, Priest is suitable.

Knights

(Powerful Sword attack)



Archer

(Arrow attack)



Priest

(Strong in Light Magic)



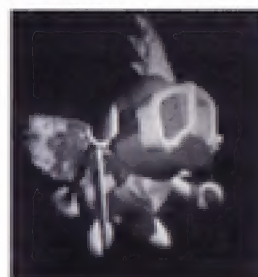
Shaman

(Uses unknown magic)



Birdman

(Quick movement and flies)



Wizard

(Strong in offensive magic)



Introduction of Items

Let me introduce several effect of items.

You can get them either from SHOP or Treasure boxes.

Recovery	
Power Stone	Heals 100 HP.
Manna Stone	Recovery 100 MP.
Reverser	Recovery from Stone.
Neutralizer	Removes acid effects.

Tools	
Bell of Love	Monsters could join your party.

Equipment	
Holy Ring	Strengthen the power of Light.
Black Orb	Strengthen the power of Darkness.
Robe of Wind	Strengthen the defending power of Wind.
Rabbit's Foot	Fortune goes up.
Dragon's Fang	Magical defending Power goes up.

**Weapons and
Defending tools**

Let me introduce some of them that appear in the game.

Weapons are decided upon your Body type. Some weapons influence the character's ability value. (Parameter)

Sword Type	Used by Knights.
Long Sword	Regular sword. Equipped from the start.
Soul Eater	Has strong power but if you use it, beware.

Blade Type	Used by Ninja and Samurai.
Samurai Blade	A single-edged blade used by Samurai, the Oriental Knight.
Musashi Blade	Powerful blade. The strongest weapon available at the SHOP.

Mace Type	Used by Priest.
Mace	Punching weapon but its attacking power is not so strong.
Ark Mace	Magic power goes up if you use it.

Rod Type	Used by Wizard and Shaman.
Rod	Attacking power is considerably weak.
Devil Rod	Has strong power. Not recommendable regarding the character's ability value. (parameter)

Sickle Type	Used by Birdman.
Sickle	Small weapon.
Cyclone Sickle	Has Wind power. Not available at the SHOP.

Arrow type	Used by Archer and Fishman.
Bow	Small arrow made of wood. Attacking power is weak.
Critical Bow	Very special arrow to raise hitting rate. Not available at the SHOP.

Shields	Shields can be equipped to all types of bodies.
Clay Shield	Small shield made of soil. Attacking power is weak.
Crystal Shield	Powerful shield made of mineral crystal. Best defense.

Introduction of Magic	Let me introduce some magic that appears in the game.
------------------------------	---

Fire type	Range	Area of effect	Action
Fire ball	close	one	Shoot fireballs.
Fire	close	one	Pillar of fire burns. Gives great damage.
Fire Burst	medium	whole	Many pillars of fire burn. Give extraordinary damage.
Flame-Birds	long	whole	????
Meteor Strike	long	whole	Shooting stars fall on the enemies.
Bomb	medium	one	Explores and gives damage.
Atomic Bomb	long	whole	????

Lightning type	Range	Area of effect	Action
Thunder	close	one	Thunder strikes.
Thunderburst	medium	whole	Thunder strikes entire area
Plasma Ball	close	one	Thunder balls. Give an electric shock.
Plasma Burst	medium	whole	????

Wind type	Range	Area of effect	Action
Tornado	close	one	Give damage by spinning the enemy
Storm	medium	whole	A big tornado rolls the entire place.

Water type	Range	Area of effect	Action
Whirlpool	close	one	A whirlpool occurs and damages target.
Maelstrom	medium	whole	A huge whirlpool damages all targeted enemies.
Big Wave	long	whole	?????
Darkness Clouds	?	?	Oxidize the enemy by acid cloud.

Earth type	Range	Area of effect	Action
Earth Rolling	long	whole	?????
Earthquake	long	whole	Give damage by huge earthquake.
Stone	close	one	Change the enemy to a stone.

Light type	Range	Area of effect	Action
Healing	medium	one	Heals targeted allies.
Whole Healing	close	whole	Heals all targeted allies.
Holy Light	close	one	Holy light damages target .
Holy Ark	medium	whole	?????
Genesis	long	whole	?????

Darkness type	Range	Area of effect	Action
Drain Energy	medium	one	The mysterious light deprives HP from the enemy.
Lost Energy	close	whole	The mysterious light deprives HP from entire enemies.
Black Light	close	one	The Light of Darkness gives damage.
Black Burst	medium	whole	?????
Apocalypse	long	whole	?????

☐ Special effects on designated areas



Magic Obstruction Field Characters on this Field cannot use Magic.



HP Recovery Field



MP Recovery Field



HP / MP Recovery Field

Characters on this Field recover every few seconds.



Damage Field Characters on this Field get damaged every few seconds.



Warp Field If you reach this Field, you will be tele-transferred ten character spaces in the direction of the arrow.

End User Notice

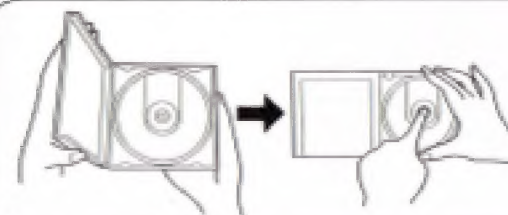
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To open the case, gently press both sides of its top.

To remove the CD from the case, press the center holder and lift the CD, holding by the edges.



To return the CD to the case, insert the CD with the label facing upward, and press downward at the center.



If the surface is soiled, wipe gently with a soft, damp cloth (dampened with water only). Always move the cloth directly outward from the center of the CD, not in a circular motion.

DO NOT use record cleaning sprays, benzine, thinner, static electricity prevention liquids or any other solvent.

DO NOT write on the surface of the CD with a ball-point pen or other writing instrument.

Be sure to store CDs in their cases to protect them from dust, scratches, and warping. DO NOT place or store CDs in the following places:

- ◆ Locations exposed to direct sunlight, humid or dusty locations.
- ◆ Locations directly exposed to a heat outlet or heating device.